Appl. No. 10/028,014 Amdt. Dated 03/12/2004 Reply to Office Action of 01/29/2004

## Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

## Listing of Claims:

1. (currently amended) A method for rendering an image on a display and producing magnification in the rendered image comprising:

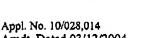
selecting a set of polygon data to which to apply a magnification special effect, the polygon data defining a polygon surface;

retaining eye point  $\delta$  angle data within a vertex data passed to a graphics rendering pipeline, the eye point  $\delta$  angle being formed with respect to a normal of the polygon surface;

perturbing each eye point δ angle value at each polygon fragment; and incorporating perturbed texel angles a texel to each perturbed eye point δ angle, where each texel has a U and a V coordinate.

- 2. (original) The method according to claim 1 wherein perturbing each eye point  $\delta$  angle value comprises multiplying eye point  $\delta$  angle by a value N, and providing a corresponding offset to each texel coordinate.
- 3. (original) The method according to claim 1 wherein the texel coordinates are offset by an eye point angle.
- 4. (original) The method according to claim 3 wherein the texel coordinates are offset by the eye point angle and by a value N.
- 5. (previously presented) The method according to claim 3 wherein accessing eye point  $\delta$  angle data for each texel to be produced comprises accessing data for selected vertices describing a polygon and further comprising interpolating eye point  $\delta$  angle data for each texel to be produced between texels including said vertices.

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eye point  $\delta$  angle by a value N.

- (original) The method according to claim 5 further comprising resolving an eye point  $\delta$ angle into eye point  $\delta$  angle x in an X-Z plane and eye point  $\delta$  angle y in a Y-Z plane.
- (original) The method according to claim 6 wherein comprising producing magnification 7. for a selected polygon on said display comprises displaying texels in the selected polygon and selecting texels based on the modified U and V mapping derived through using the eye point angles.
- (currently amended) A machine-readable medium that provides instructions which, when 8. executed by a processor, cause said processor to perform operations producing a magnifying special effect in a computer display comprising:

selecting a set of polygon data to which to apply the magnification special effect, the polygon data defining a polygon surface;

retaining eye point  $\delta$  angle data within a vertex data passed to a graphics rendering pipeline, the eye point  $\delta$  angle being formed with respect to a normal of the polygon surface; perturbing each eye point  $\delta$  angle value at each polygon fragment; and

providing perturbed texel angle data a texel to each perturbed eye point δ angle, the texel having texel coordinates U and V.

- (currently amended) The machine-readable medium according to claim 8 that provides 9. instructions which, when executed by a processor, cause said processor to perform operations perturbing texel coordinates U and V using each eye point & angle value comprises multiplying
- (previously presented) The machine-readable medium according to claim 9 that provides 10. instructions which, when executed by a processor, cause said processor to perform operations accessing data for the set of vertices describing a polygons and interpolating eye point  $\delta$  angle data for each texel to be produced between texels including said vertices.
- 11. (previously presented) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform

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resolving an eye point  $\delta$  angle into eye point  $\delta$  angle x in an X-Z plane and eye point  $\delta$  angle y in a Y-Z plane.

- 12. (previously presented) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising producing magnification for a selected area of said display by modifying the U and V texel coordinates by offsetting them with the eye point angle x and y components.
- 13. (currently amended) A graphics pipeline converting polygon data to display data and further comprising a means to modify to texel coordinates according to eye point  $\delta$  angles being perturbed at polygon fragments of the polygon data to allow a portion of a rendered image generated from the polygon data to have a magnification effect applied, the polygon data defining a polygon surface, the eye point  $\delta$  angle being formed with respect to a normal of the polygon surface.
- 14. (original) The graphics pipeline according to claim 13 wherein said processor comprises a multiplier system for establishing relationship projection angle = N eye point  $\delta$  value.
- 15. (original) The graphics pipeline of Claim 13 further comprising means applying the magnifying effect only to selected polygons.

